Software Review Form

Reviewed by Kristy Ferran

Title: Kids Culture "the great exploration"
Publisher: Pierian Springs Software

Subject / Topic History **Version** Mac and Windows

Grade Level **1 2 3 4**

Computer:	**Required Peripherals:**	
(x) Macintosh	( ) Touch Window	( ) Graphic Tablet
(X) Windows	(X) Mouse	( ) Videodisk
( ) Linux	(x) Printer	( ) Probe
	(x) CD-ROM	(x) other Quick Time

Physical contents of the package:

1 CD Disk(s) NO Pages of documentation No On line help

No Student Worksheets yes (parent guide) Teacher's guide: nope
Other User Manual

Program Purposes: (check all that apply)

[ ] Word processor	[X] Drill & Practice	[ ] Program language
[ ] Data Base	[ ] Hypermedia	[X] Music making
[ ] Telecommunications	[x] Simulation	[X] Tutorial
[x] Graphics creation	[ ] Problem solving	

[x] Other ____Discover it-Print it-Build it- This is the moto

Appropriate environments for using the program: (check all that apply)

[x] Regular Classroom	[] Computer Lab	[X] Special Ed. Rm.
[ ] Teacher's Workroom	[X] Library/Media center	[X] Home

[x] Other (Specify): Art Class

Group Size: [X] Individual [x] Pairs [x] Small Group [ ] Whole Class

Brief description of Program: (What information, displays, dilemmas are presented to the child? What actions is the child expected to take?)

This program has information about six different topics dealing with great explorers. It displays information about each topic then has an option to print out materials that allows the students to build a 3-D model of what they learned.

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Objectives: (How might the use of this program be expected to facilitate the change of student knowledge, attitudes, or performance?)

I feel that this software is good because students not only just hear the information but they also do hands on building which allows students to retain the information.

Prerequisites: (What major concepts and abilities must a child possess before working this program? Exclude knowledge/abilities normally expected at the targeted grade level.)

I feel the students need to understand the basic functions this program has to offer. Students that can't read can have the option to have everything read to him or her which is a wonderful tool.

Description of use with student(s): Describe the child(ren) with whom you used the program, and your observations of them using it.

I have not observed anyone using this program. However, I used it and thought it was really fun.

Evidence of accomplishing the software's goals:

There are many learning experiences kids can get from this software. They can get motor skills, lang and communication skills, cog. Skills, problem solving, social skills, self concept, and making connections.
They have to do a bunch of artistic projects like making ships and people. This could be evidence.

Troubleshooting

I really didn't experience any problems. Yeppeeee!!!

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RATINGS OF PROGRAM CHARACTERISTICS

1 strongly agree **2** agree **3** neutral **4** disagree **5** strongly disagree
NA not applicable.

Content is accurate	**1**	**2**	**3**	**4**	**5**	**NA**
Program has educational value	**1**	**2**	**3**	**4**	**5**	**NA**
Program is free from stereotypes	**1**	**2**	**3**	**4**	**5**	**NA**
Content is of interest to students	**1**	**2**	**3**	**4**	**5**	**NA**
Information is presented clearly and logically	**1**	**2**	**3**	**4**	**5**	**NA**

Graphics, color & sound contribute to value	1	2	**3**	**4**	**5**	**NA**
Students enjoy the program	1	**2**	**3**	**4**	**5**	NA
Gives appropriate feedback to student response	1	**2**	**3**	**4**	5	**NA**
Students control the rate of presentation and review	1	**2**	**3**	**4**	**5**	**NA**
Documentation is clearly written	1	**2**	**3**	**4**	**5**	**NA**
Teachers guide is useful	1	2	**3**	**4**	**5**	**NA**
Program is reliable in normal use (doesn't crash)	1	**2**	**3**	**4**	**5**	**NA**
Directions are presented clearly to students	1	2	**3**	**4**	**5**	**NA**
Activity or game in progress can be easily saved	**1**	**2**	**3**	**4**	**5**	NA
Program is user friendly	1	**2**	**3**	**4**	**5**	**NA**

Strengths: (What did you like about the program)

I really liked how it was very self explanatory. I liked how one was about to hear the words too.

Weaknesses: (Be sure to explain "NA", "D" and "SD" ratings)

I really didn't pick up on any weaknesses. The graphics were a little weak compared to the graphics they have today.

Other Comments:
Like I said before I think it's great to have all three of these steps. Discover, print, and then build. This print option is great for those kids who aren't the best artist plus it saves a lot of time.
Teacher Preparation: Approximately how much time might a teacher expect to spend to become familiar with the program?

Not much at all. The program starts you right off and is very user friendly. If the teacher used 30 minutes he/she would be prepared.

Introduction to students: How much time might the teacher spend explaining the program to students?

It would probably only take 20mins but that all depends on what age level you are talking about.

Student Use: Estimate amount of time a student might be expected to spend with the program.

Number of sessions	6-7
Length of each session	About 30 minutes a session is what it took me.
Over what period of time	4 hours to complete the whole program